

LooLoo Quick Start

Dual Audio Looper · Doodov Digital Design · Rack Extension for Reason

LooLoo is a two-track audio looper. Each track records what you feed it, then lets you overdub, reshape, and process the loop while it plays. This card gets you looping in a minute; the full manual covers everything in depth.

Your first loop

1. Patch an audio source into track 1's In on the back panel.
2. Set Bars to the loop length you want (1–16), or turn Free Rec on to record any length.
3. Press Rec to start. Press it again — or let it reach the bar length — to close the loop. It starts playing straight away.
4. Press Play to stop and start; Clear erases the loop.

Layer it

1. Set the track's mode to Overdub.
2. Press Rec to punch in, add material, press Rec to punch out. Repeat to stack layers.
3. Decay controls how old layers fade: 0 % builds up forever, higher values fade into a self-erasing echo. Undo removes the last layer.

Reshape it — the controls that make LooLoo different

Control	What to try
Window size + offset	Shrink the window to loop just a slice, then sweep the offset to move that slice through the recording.
Pitch / Speed	Independent by default — transpose without slowing, or stretch without changing key. Turn Varispeed on to tie them together, tape-style.
Grain	Sets the texture of pitch and speed changes: short grains busy and fine, long grains smooth but blurred.
Stutter (hold)	Captures a slice at the playhead and repeats it. Spd and Size set the character.
Reverse	Flips the loop with a smooth musical turnaround.

Two tracks, and CV

Track 2 is identical to track 1. To lock them: record on track 1, then on track 2 turn Sync Lock on, choose a ratio (0.25× to 3×), and arm recording — track 2 captures exactly that multiple of track 1's length and stays in time.

Every knob and every transport button has a CV input on the back, so a sequencer or LFO can play LooLoo. Track B's jacks carry a _b suffix.

Most useful CV to start with

CV	Does
cv_gate_rec	Gate to capture / overdub in rhythm
cv_gate_stutter	Gate for rhythmic stutter fills
cv_window_offset	Sweep the playback slice through the loop
cv_pitch	Transpose from a sequencer
cv_out_eol	End-of-loop pulse out — clock the rest of your rack
cv_out_pos	Playhead ramp out — drive a filter or a display in sync

Full details in the LooLoo Operation Manual · doodov.com